

ABSTRACT

Interactive narration based on new media has become important research topic for postnarratology. It features non-linearity and can be classified as person-to-person, person-to-machine, and machine-to-machine. In order to fulfil the potential of interactive narration, we have to deal with the contradiction between narration and interaction properly, and lucubrate the motive of interactors and the narrative effects on them.

Keywords: *interaction, narration, digital art*

摘要

基于新媒体的交互性叙事是后经典叙事学的重要研究课题。它以非线性为特征，具备人际交互、人机交互、机机交互等类型。为了充分发挥交互性叙事的潜能，必须妥善处理叙事与交互性的矛盾，深入研究交互动机、交互效果等问题。

关键词：叙事 交互 新媒体